

January 4, 2006

Dear Affiliate Partner:

To assist you in complying with the reporting requirements for children's television and the requirement that stations air "core" children's programming, we are providing you with episode-specific descriptions as set forth in the attached Community Relations Quarterly Children's Programming Report for 4th quarter 2005. The report includes information to help prepare FCC Form 398. Please note that we have not included the specific dates and times for each of the programs as that may be station-specific.

This report is divided into the following categories:

1. Educational Objectives: for both the 4th and 1<sup>st</sup> quarter.
2. Core programming: Regularly scheduled programming furnished by the NBC Network that is specifically designed to serve the educational and informational needs of children 16 and under. Please note that the age target for *Discovery Kids on NBC* programming is 9-14. Each of these programs is identified on-air as educational and informational with the "E/I" icon, and is similarly identified to the national listing services. To assist stations with the preemption report section of the new FCC Form 398, we have added specific episode numbers.
3. Other programming: Programming furnished by the NBC Network that contributes to the educational and informational needs of children 16 and under, but is not specifically designed to meet the educational and informational needs of children.
4. Public service announcements targeted to children 16 and under.
5. Non-broadcast efforts that enhance the educational and informational value of NBC Network programming to children.
6. Network on-air promotional efforts, which include a schedule of *Discovery Kids on NBC* on-air promos.

The regularly-scheduled children's programming and promotional content furnished to you by the NBC Network during the 4th quarter of 2005 complied with the commercial limits of the Children's Television Act, provided that you broadcast and distributed such programming as furnished to you by NBC, and did not add any promotional or advertising content thereto other than as directed by NBC via weekly postings on APT.

If you have any questions about these reporting requirements, please feel free to call us.

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#### For 4<sup>th</sup> Quarter 2005

In compliance with the Children's Television regulations that became effective January 2, 1997, the **DISCOVERY KIDS ON NBC** programs feature an on-air icon indicating that each program is "educational and informational" for children. This icon is displayed at the beginning of each broadcast. Also, in compliance with the new regulations, the following document, which includes "educational and informational" objectives of **DISCOVERY KIDS ON NBC**, must be placed in your public file.

Each of the programs listed below, which makes up the NBC Children's Programming block, is specifically designed to serve the "educational and informational" needs of children ages 9-14. All of the programs have educational objectives that are central to the content and appropriate to the program genre.

The new show for this quarter is "**Flight 29 Down**." This is a live-action fiction show about a group of ten young boys and girls and their camp counselor who are stranded on a remote island in the South Pacific when their plane, 29 DWN, makes a crash landing. With only each other as company, they learn invaluable life lessons as they struggle to get along, support each other and survive.

There are five returning shows from last quarter.

The show, "**Tutenstein**," revolves around an ancient ten-year-old boy king, Tut-Ankh-en-Set-Amun, who was mummified 3000 years ago and resurrected when his tomb was relocated to an American museum. In each episode, Tut believes he is still the Pharaoh and Ruler of the world, and he learns about getting along with others and controlling his egocentric impulses.

Based on Jon Scieszka's book series, "**Time Warp Trio**" is an animated show about the adventures of three young boys, Sam, Fred and Joe, who are transported back and forth in time through a magic book presented to Joe by his magician uncle. With each adventure, the trio is given a chance to learn important details about the history of people, places and events through time.

There are two reality-type programs, "**Trading Spaces**" and "**Endurance**," which demonstrate how skill and teamwork are combined to accomplish a goal. In these shows, the real-life example is instructional. "**Trading Spaces**" follows two teams of boys and girls as they redesign and decorate their friends' rooms to reflect their interests and hobbies. They learn construction planning, carpentry, and design principles as they concoct the bedroom of their friends' dreams. "**Endurance**" follows several teams over 13 weeks of competition, culminating in success for the team that has mastered both strategy and skill to endure the longest.

"**Darcy's Wild Life**" is a live-action fiction program, which embeds factual information within the context of a narrative story. It follows the development of 15-year-old Darcy Fields whose mother, a famous movie actress, decides to move them from Malibu to rural Idaho to raise Darcy in a "normal" environment. What her mother considers normal is a culture shock for Darcy as she is forced to give up the posh life of a star to live on a farm. Darcy learns how to survive and thrive in a rural environment. She develops new relationships, learns to care for a variety of animals, and even gets a part-time job as she adjusts to her new life at the farm.

All shows were developed specifically with the pre-adolescent and young adolescent child in mind. Each program was supported by a team composed of the creative personnel (producers and writers), an educational consultant, and several technical consultants appropriate to the requirements of each show. The technical consultants verified all the factual content that was presented in each program. The educational consultant worked with the creative team to match the content to the appropriate level of comprehension for the target audience and to develop age-appropriate themes for learning within each episode of every program. All of the educational content was integrated into the action and movement of each episode so that the entertainment and education would be interdependent and present throughout each episode.

#### 4<sup>th</sup> Quarter Show Summaries:

**TUTENSTEIN** is a resurrected ten-year-old boy mummy who thinks that he is still King Tut-Ankh-en-Set-Amun, Pharaoh and Ruler of the world. Little does he understand that three millennia have passed and everything around him has changed. The show's educational content includes Egyptology and socio-emotional messages. Egyptology is presented through the introduction of historically accurate depictions of myths, legends, demons and gods. In each story Tut and his sidekicks, Cleo and her cat, Luxor, have an adventure where the ancients are resurrected as allies or enemies in a conflict that takes place in modern times. Most of the social-emotional lessons revolve around learning to plan, being less selfish, and considering the consequences of impulsive behavior. Cleo is usually the voice of reason for Tut, as she is the one who has to problem-solve their way out of each escapade they encounter.

**TIME WARP TRIO** is about three curious boys – Fred, Sam and Joe – who are transported through time via a mysterious book that is presented to Joe by his magician uncle. The Book warps the boys backward or forward in time. In order to get warped back home, the boys have to locate the magical book and end up experiencing extraordinary historically accurate adventures in the process. When they go to the future, they come face to face with their own great-granddaughters – Freddi, Samantha and Jodie – who inherited The Book from Joe's descendants. Sometimes, all the kids show up in the same time warp and help each other outsmart their adversaries so they can warp back home. Each episode contains interesting historical facts and a key historical takeaway, blending information with action and fun to appeal to the target audience.

**TRADING SPACES: BOYS VS. GIRLS** is where boys and girls get to show how well they know each other, how effectively they can manage a budget, and how skillfully they can execute a design plan. Each week a boy or girl is given two days and \$5000 dollars to complete a renovation of their partner's "room." The space might be a bedroom, a recreation room, or a clubhouse; but the "designer" has to first show his or her knowledge of the other person's preferences, hobbies and lifestyle to come up with a good design. Next, the challenge of balancing the budget and figuring out the renovation process begins. Participants learn measurement, spatial reasoning, and principles of aesthetic design as they go through the experience. In the end, they find out if their knowledge and perception of their partner was on or off base.

**DARCY'S WILD LIFE** follows the life of 15-year-old Darcy Fields, the pampered daughter of a top Hollywood movie star who is plucked out of a life of limos, movie premieres and world-class restaurants to live the simple life in rural Idaho. Darcy's initial resentment gives way to optimism as she makes new friends and becomes a part of the community. The educational goal of the program is for the main character, Darcy, to model the learning process as she adjusts to a new environment that is the complete antithesis of her old life. Darcy comes to a deeper understanding of herself, the value of relationships, and the insignificance of material things. The viewer also learns about the care and treatment of a variety of animals that live on farms or in the wild.

**FLIGHT 29 DOWN** is the name of the small, chartered plane that carries a group of 11 across the South Pacific for an eco-camping class trip to a desert island in Micronesia. Before they can join the rest of their class at the destination, 29 DWN malfunctions and the pilot/camp counselor has to make an emergency crash landing on a remote island somewhere in the South Pacific. With nothing but their camping gear, a limited supply of resources, and each other, the group tries to come to grips with the situation that challenges them with intelligence and instinct. As they confront the false perceptions they have of themselves and one another, the group realizes that they must learn how to live and work together in order to survive. The show carries a powerful social-emotional message that draws upon the complexities of human behavior and social relationships, in which adolescents struggle to define themselves and their roles in a social group, while learning how to work together to deal with the harsh reality that faces them.

**ENDURANCE** is an engrossing reality program that shows a group of young contestants succeeding at several different physical, intellectual and strategic challenges in order to win a fabulous travel prize. Each of the 12 competitive challenges is a metaphor for the challenges the target audience will face in real life. In addition, there are strategic challenges based on ten character traits that are important for success. Contestants must estimate probabilities and beat the odds. Overall, the competition balances luck or fate against personal effort so that the contestants learn to balance intellect with intuition to develop their winning strategy. Narration and interviews during each episode trace the emotional growth and insights of the contestants. The show emphasizes how the experience of protracted competition and teamwork teaches both social skills and life skills for achieving success with your goals.

**For the 1<sup>st</sup> Quarter 2006**

There are no new shows for the 1<sup>st</sup> quarter.

### Children's Programming Commercial Limitations:

The following is a list of the amount of commercials allowed into KOMU-TV children's programming. The programs are formatted so that additional commercial time cannot fall into the programs deemed educational and informational.

Wild About Animals	3:30
Jack Hanna's Animal Adventures	5:00
Critter Gitters	3:00

The NBC/Discovery Kids programs which are designated as educational and informational allow 1:00 of local advertising time. These programs are:

Tutenstein  
Time Warp Trio  
Trading Spaces: Boys vs. Girls  
Darcy's Wild Life  
Flight 29 Down  
Endurance

CERTIFICATION  
CHILDREN'S PROGRAMMING

This is to certify that KOMU-TV, as a standard practice, formats all of its children's programming for children 16 and under, or for children 12 and under, including programs provided through the network (NBC) and syndicated programs acquired by KOMU-TV, so that all such programming fully complies with the statutory limits of commercial content.

Date: 1/10/06

Matt Galt

Programs designated for children 16 and under:

Tutenstein  
Time Warp Trio  
Trading Spaces: Boys vs. Girls  
Darcy's Wild Life  
Flight 29 Down  
Endurance  
Wild About Animals  
Critter Gitters  
Jack Hanna's Animal Adventures

## WEB ADDRESS CERTIFICATION

### CHILDREN'S PROGRAMMING

This is to certify that KOMU-TV, as a standard practice, does not locally display web site addresses during or adjacent to children's programming for children 16 and under, or for children 12 and under, including programs provided through the network and syndicated programs acquired by KOMU-TV. If website information is provided, it is integrated into the program at the direction of the children's program producer.

Date: 1/10/06

Walt J. H.